

## REMARKS

This Response is submitted in response to an *Office Action* mailed on March 15, 2005. Applicant appreciates the time the Examiner took to discuss the case on Friday, September 9, 2005.

Claims 46-72 were pending in the application before the amendments above. Claims 46-72 stand rejected under 35 U.S.C. § 103(a) as being allegedly unpatentable over U.S. Patent No. 6,349,301 to Mitchell *et al.* (hereinafter “Mitchell”) in view of U.S. Patent No. U.S. 6,546,390 to Pollack, *et al.* (hereinafter “Pollack”).

Applicant has amended claims 46, 47, 48, 50, 51, 56, 62, and 68. Applicant has added claims 73-84. No new matter is added by these amendments and support for these amendments may be found in the specification and claims as filed. Claims 46-84 are now pending in the application.

Applicant respectfully traverses Examiner’s rejections and requests reconsideration of the Application in light of the amendments above and remarks below.

### **I. Claims 46-72 and 73-75**

Claims 46-72 stand rejected under 35 U.S.C. § 103(a) as being allegedly unpatentable over Mitchell in view of Pollack.

In order to establish a *prima facie* case of obviousness, there must be some suggestion or motivation, either in the references themselves or in the knowledge generally available to one of ordinary skill in the art, to modify the reference or to combine reference teachings. And the prior art reference (or references when combined) must teach or suggest all the claim limitations. MPEP § 2142. Neither Mitchell nor Pollack, alone or when combined, teaches or suggests all the claim limitations of amended claim 46.

Mitchell describes a “virtual world environment,” which is “a graphically rendered environment that may comprise a plurality of objects.” See *Mitchell*, col 4, lines 58-60. According to Mitchell, “[t]here are four basic object types provided in the present invention: room, avatar, artifact, and portal.” *Mitchell*, col. 4, lines 63-65. Mitchell describes the avatar as represented by data, including force feedback. *Mitchell*, col. 5, lines 15-17. Within a perception region, an [avatar] object associated with the region may be enabled to sense a plurality of types

of data, including force feedback. *Mitchell*, col. 5, lines 35-40. *Mitchell* states, "[t]he present invention is to be incorporated in any application that renders a VWE, such as a game or a network chat room." *Mitchell*, col. 5, lines 50-52. In *Mitchell*, the avatar object must move into a perception region to feel a force feedback effect related to an object (room, avatar, artifact, or portal) disposed in a region. See, e.g., *Mitchell*, col. 8, line 51-col. 9, line 13. Thus, in *Mitchell*, a user disposes a force in a region with an object, and if another avatar happens to be in the region, the avatar may sense the force. Nowhere, does *Mitchell* teach or suggest "including the user-specified force information in a chat message, the user-specified force information configured to cause a haptic sensation to be output when the chat message is delivered to a client machine, the user-specified force information associated with a waveform," as claimed in amended claim 46.

Pollack discloses "a method and system for evaluating the relevance of an incoming message to a plurality of users." *Pollack*, Abstract. The message may be a message posted to a chat room. See *Pollack*, Col. 8, lines 1-5. Pollack does teach or suggest "including the user-specified force information in a chat message, the user-specified force information configured to cause a haptic sensation to be output when the chat message is delivered to a client machine, the user-specified force information associated with a waveform," as claimed in amended claim 46.

Since neither *Mitchell* nor Pollack teach or suggest all the claim limitations of claim 46, claim 46 is allowable over *Mitchell* in view of Pollack. Accordingly, Applicants respectfully request that the Examiner withdraw the rejection of claim 46.

Since dependent claims 47-54 and 73-75 depend from claim 46, claims 47-54 and 73-75 are allowable as well for at least the reasons stated herein with reference to claim 46. Applicant respectfully requests that the Examiner withdraw the rejection of claims 47-54.

## **II. Claim 56, 62, and 68**

According to paragraph 5 of the *Office Action*, claims 56, 62, and 68 are rejected for the same rationale as set forth in relation to claim 46 since claims 56, 62, and 68 contain limitations similar to those set forth in claim 46. See *Office Action*, page 4. Applicant respectfully submits that claims 56, 62, and 68 are allowable over *Mitchell* in view of Pollack for at least the reasons stated herein with reference to claim 46. Since dependent claims 57-61, 63-67, and 69-72

depend from one of independent claims 56, 62, and 68, they are allowable as well. Applicant respectfully requests that the Examiner withdraw the rejection of claims 56-72.

### **III. Claims 76-84**

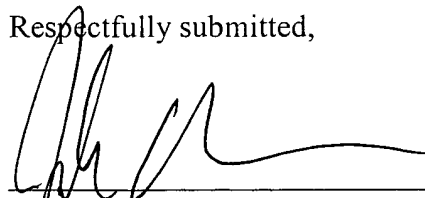
Applicant has added claims 76-84. In claim 76, Applicant claims "providing the user-specified force information and the destination address in a chat message, the user-specified force information configured to cause a haptic sensation to be output when the chat message is delivered to a client machine associated with the destination address, the user-specified force information associated with a waveform." Applicant submits that claim 76 is allowable over Mitchell and Pollack for at least the reasons stated above in relation to claim 46. Claims 77-84 depend from claim 76 and are allowable for at least the same reasons.

### **CONCLUSION**

Applicant respectfully submits that claims 46-84 are allowable. A favorable Office Action is respectfully solicited.

Should the Examiner have any comments, questions or suggestions of a nature necessary to expedite the prosecution of the application, or to place the case in condition for allowance, the Examiner is courteously requested to telephone the undersigned at the number listed below.

Respectfully submitted,

  
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